

CHAPTER III

RESEARCH METHOD

A. Research Design

This research is designed in qualitative research. According Fanani (2011: 1) in his article qualitative research is the research that has characteristics the data declared in a state of reasonableness or natural setting to remain unchanged in the form of symbols or numbers, whereas words research basically means a series of events or the disclosure of the secret of the unknown by using the way to work or a systematic method, effective and accountable.

This research conducted to know the the implementation of using games in teaching vocabulary to young learner at the fourth grade of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency. Therefore the researcher applies this research directly at the school by observed the students' activity in learning English.

The type of this research is descriptive qualitative. Descriptive qualitative is a research procedure that uses descriptive data in the form of words written or spoken of people and actors who can be observed. The aim of this research is to collect the data about using games in teaching English vocabulary to young learners at the fourth grade of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency.

The aspect of a situation involves the collection of the data that will provide an account or description of individuals and group. The instruments we

use to obtain data in descriptive studies include: Observation, Interview and Documentary.

Based on explanation above, the researcher would like to describe using games in teaching English vocabulary to young learners at the fourth grade of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency.

B. Research Setting

The location of this research take in of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency, on Anjir Seberang Pasar Street, Km 16 and this study has been done on February 2017. The writer choice of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency as the location of the research because this school is the elementary School in south borneo and the writer found one of the schools that applied the use of games in teaching English vocabulary. The writer wants to know about teaching and learning process in there school.

C. Subject And Object

1. Subject of the Study

The subjects of this research are a teacher and ten students at the fourth grade of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency, which consist of four male students and six female students.

2. Object of the Study

The objects of this research is the use of games in teaching English vocabulary to young learners at the fourth grade of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency.

D. Data And Source of Data

1. Data

In this research, the researcher needs all of data about the teacher's use of games in teaching English vocabulary for young learners and all the data will be taken by the researcher through some kind of instrument they are observation, interview, questionnaire and documentary.

2. Source of Data

The data above was collected though some sources as follow:

- a. Informants, headmaster and staff administrative of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency.
- b. Documents, all file consists of data and information which support the writer.
- c. Respondents, the teacher who teach English and all of students at the fourth grade in SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency.

E. Technique of Data Collection

The writer will carry out three instruments to collect the data, they are:

1. Observation

This technique is used to observe directly the condition of teaching and learning process on English subject, especially to observe the use of games in teaching English vocabulary to young learner at the fourth of SDN Anjir Seberang Pasar II. 1 Barito Kuala Regency.

2. Interview

This technique is used to interview the informant in order to know about the use of games in teaching vocabulary to young learners. Also, the writer asks more about the students' response about the use of games in teaching vocabulary. Interview is asking question directly to the English teacher and students as the respondents. Interview is used by writer to complete and strengthen the data in this research.

3. Documentary

This technique is aimed at looking for all written reports or documents that keep some detailed data. Documentary is used by writer to complete data research such as description about research location, teachers, and administration staff, the data of students and employees.

4. Questionnaire

The researcher in this research is using a questionnaire to collect the data. Questionnaire is written questions given for the subject of this research, and the subject in this research is the students who learn English

vocabulary to young learners at the fourth grade SDN Anjir Seberang Pasar II. 1.

Table 3.1 Data and Souce of Data

No	Data	Source of data	Data collection procedure
1	Primary Data The use of games in teaching english vocabulary to young learners	English teacher	Observation and Interview
	Student's responses in the use of games in teaching english vocabulary to young learners	Students of fourth grade	Observation and Questionnaire
2	Secondary Data Brief history of SDN Anjir Seberang Pasar II. 1	Headmaster and administration staff	Observation and Interview
	Vision and Mision of SDN Anjir Seberang Pasar II. 1		
	The Data of Headmaster, teachers, administration staffs, and students in SDN Anjir Seberang Pasar II. 1	Document	Documentary
	The data about facilities at SDN Anjir Seberang Pasar II. 1		

F. Technique of Data Processing and Data Analysis

1. Technique of data Processing

a. Editing

This technique is used to examine all of the collected data, to make sure whether they are already complete or not.

b. Classification

The edited data are then classified on same themes and topics. It helps the writer to answer the research problem systematically.

c. Data interpretation

The interpretation of data is needed to describe the significant meaning data without changing its meaning.

2. Technique of data analyzing

All of data is collected by using observation, interview and documentation which are analyzed and reported descriptively. To analyze the data, the researcher uses descriptive qualitative and concludes it by inductive method. The techniques of data analysis in this research follow the concept of Sugiyono. Sugiyono (2008, p. 245) stated that there are three activities to analyze data in descriptive qualitative research. Those activities are data reduction, data display, and conclusion drawing/verification. Based on statements, the researcher divides the activity in analyzing data into three activities; they are data reduction, data display, and conclusion drawing.

Data reduction means the process of selecting, identifying, classifying, and coding the data that are considered important. In conducting research, the researcher will get much data. Hence, the researcher must select data that will give valuable information in research. Thus, at first researcher has to do reduction to analyze the data. Based on the concept of data reduction, reducing the data in this research was chosen by identifying techniques that are used by the teacher in teaching learning process.

Data display means the process to simply the data in the form sentence, narrative, or table. Data display refers to show data that have been reduce in the form of patterns.

It benefits to help the researcher in understanding the data. In displaying data, the researcher describes data that have been reduced into sentence form.

For the last process is conclusion. In qualitative research, the characteristic of conclusion is temporary. It can change if the researcher does not discover strong evidence to support the net collecting data. However, if the conclusion in the previous data can be evidenced by validity and consistency when the researcher is going back to the field, so the conclusion is credible. In this research, the researcher makes conclusion from the data display.